Richard Garriott ✔
@RichardGarriott

Largely true! A pessimist could argue poor coding demanded extra hardware... but, it's factual that we crammed more art and features than most anything else (creeping featurism perhaps) but we had a style... We Created Worlds! twitter.com/andrewjacksonz...

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2:56 a. m. · 26 feb. 2018 · Twitter for iPhone

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Rogue Time Lord One @McCache33 · 26 feb. 2018
En respuesta a @RichardGarriott
My parents had to upgrade our computer every time a new Wing Commander game was released. It was worth it though.

💬 1   🔁   ♡ 2   ⬆️

Richard Garriott ✔ @RichardGarriott · 26 feb. 2018
We quickly learned that active software buyers were also active hardware buyers, so it was okay!

💬   🔁   ♡ 1   ⬆️